THE ART OF

FROSTPUNK 2

OIL AND GOLD

It’s a story about awakening human potential. About a shot at prosperity. About pride and humility. It’s a tale of ambition and dreams of utopia; about surviving the end of the world, and answering the inevitable question: “Now what?”

Oil and gold - there's something compelling in the simplicity of these metaphors. Both can give power or bring one down. Both open paths to noble actions. Both can deprive.

Gold represents stored human energy: eternity captured in material form.
Oil embodies progress, growth, and momentum.

IT IS ALSO AN OBSESSION

In the end, these substances are artistic tools to lean on in moments of doubt,

CREATIVE BEACONS

to inspire and guide artists when faced with the threat of endless possibilities.

THE SOCIETY

POST-WAR SOCIETY

While the original Frostpunk depicted an apocalyptic world, Frostpunk 2 takes place in the true post-apocalypse.

Our goal was to reflect this in the communities of the city. We wanted to portray a society of strong characters - a “post-war society”, where the war was a battle against nature.

This war left a deep mark on this generation, endowing them with an unshakable belief in the correctness of their survival strategies. It’s a society with a clear vision of the future - a vision bordering on obsession.

STALWARTS

STALWARTS

PILGRIMS

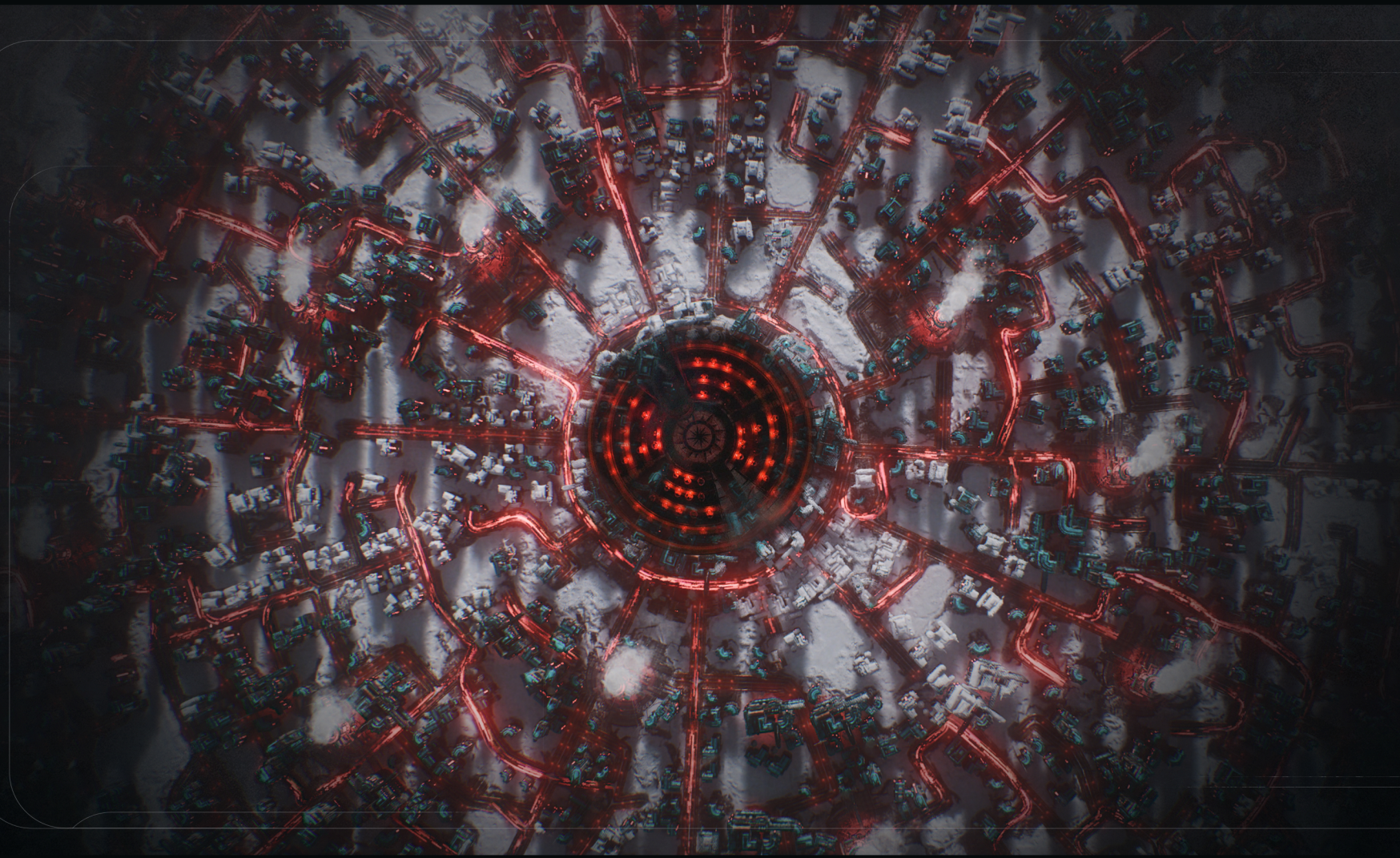
PILGRIMS

FAITHKEEPERS

FAITHKEEPERS

EVOLVERS

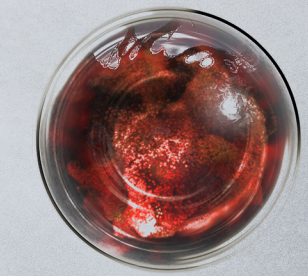
EVOLVERS



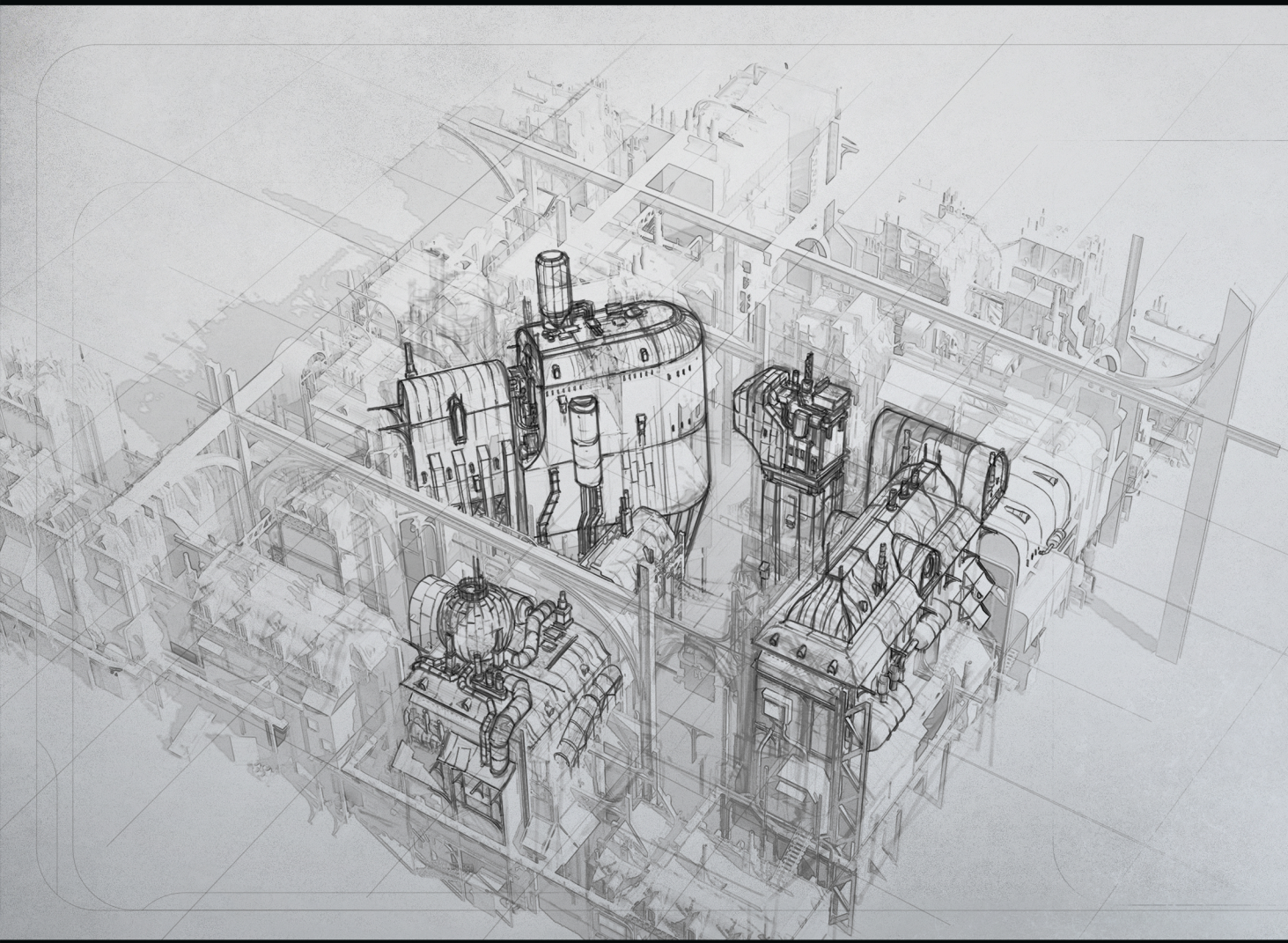
TENSION

Depicting a living city from the distant perspective required by the game presented a unique challenge. Showing realistic time dilation would have resulted in a washed-out, unserious visualization. The fast-forward effect could easily veer into comedy, which we wanted to avoid at all costs.

This led to the development of the long-exposure photo stylization. The vibrant, dense, fast-paced city life inspired us to create what we call “fireflies.” Initially golden and energetic, these fireflies can quickly turn red and hostile if you fail to pay attention to the tensions pulling at your city from within.



THE CITY



FUTURE

Thirty years have passed since the great storm. Humanity has once again conquered the impossible.

Technology enabled survival, and now it offers hope for building a new, better future.

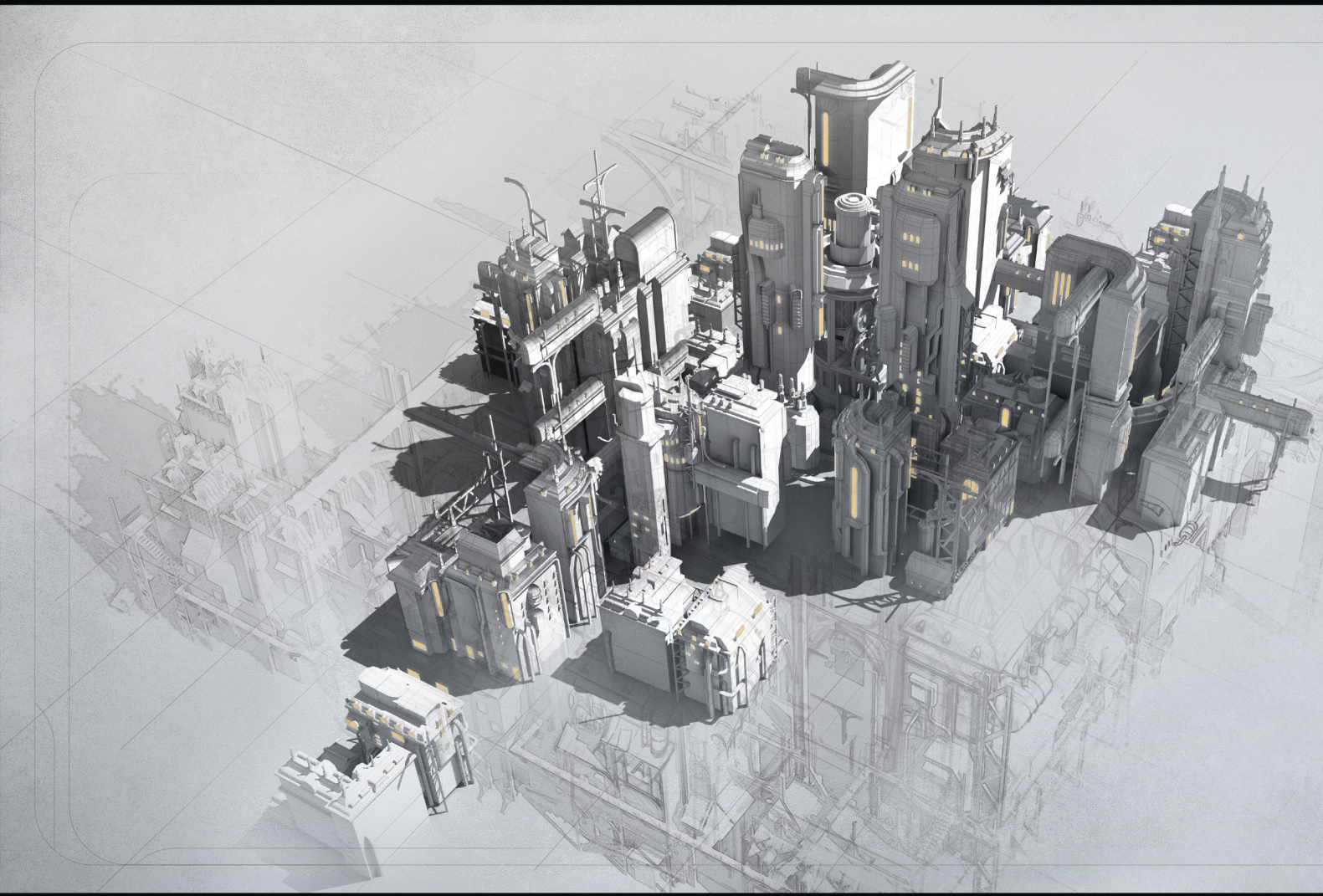
But it's still a post-apocalyptic world. Dreams of the future remain under the shadow of frost, constantly pressed to adapt to the unrelenting winter.

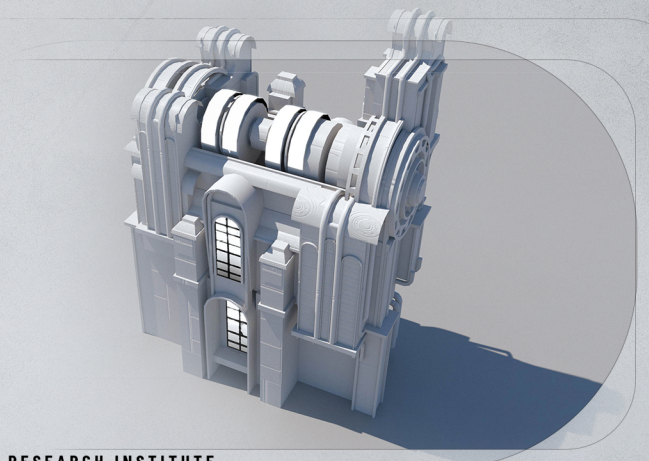
The city is dense, tightly packed. Harsh and utilitarian. It's bursting at the seams, ready to spill beyond the crater that once served as a refuge from the storm. Now, for those dreaming of a better future, it feels like a prison.

As we envisioned this future, our team drew inspiration from the artistic codes of the streamline moderne movement.

Streamlined shapes, speed, and modernity fueled by oil. Wherever possible, we incorporated arches, circles, repetitions, and rhythm. These became the secret ingredients that propelled our city toward the future.

HOUSING DISTRICT

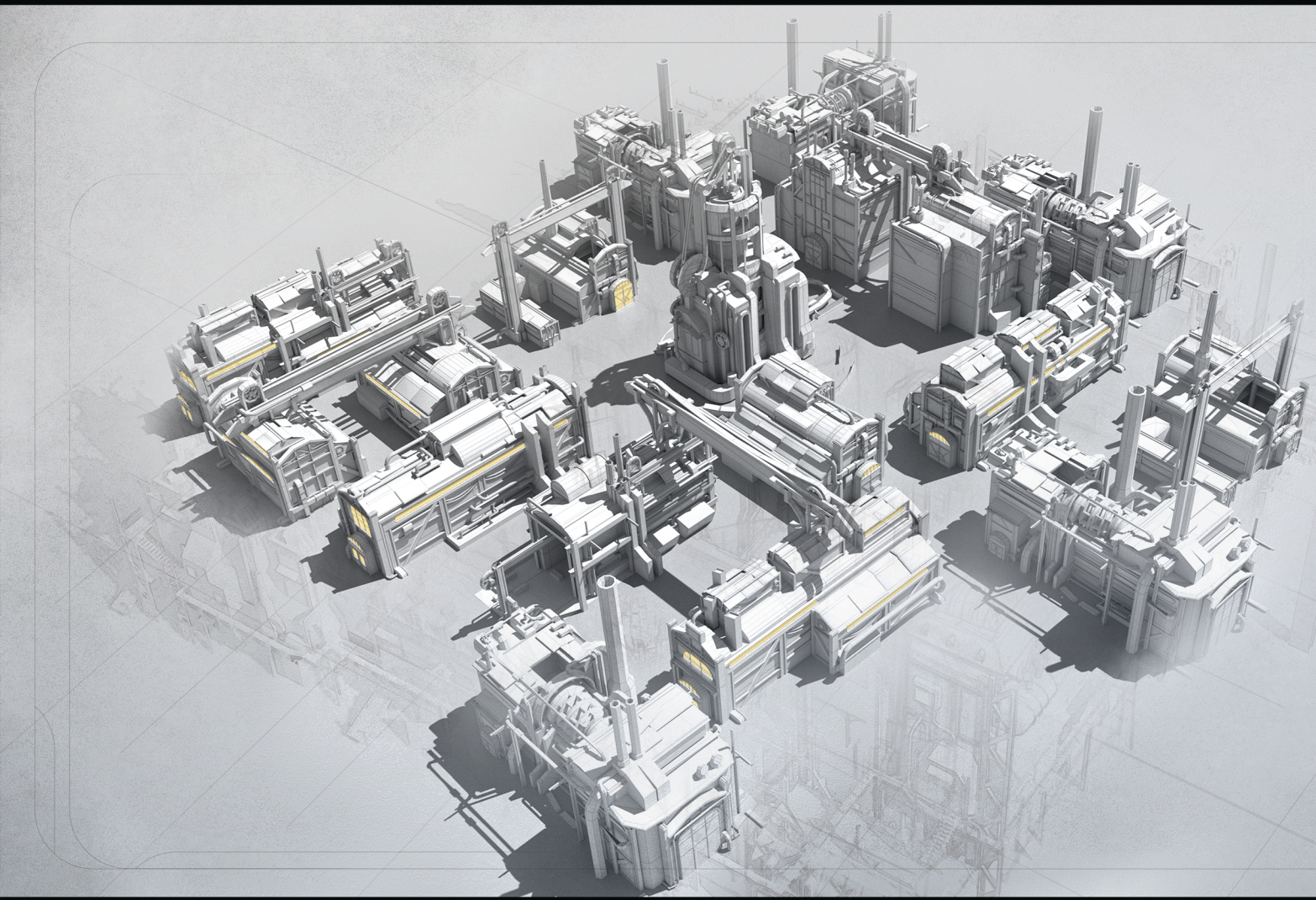


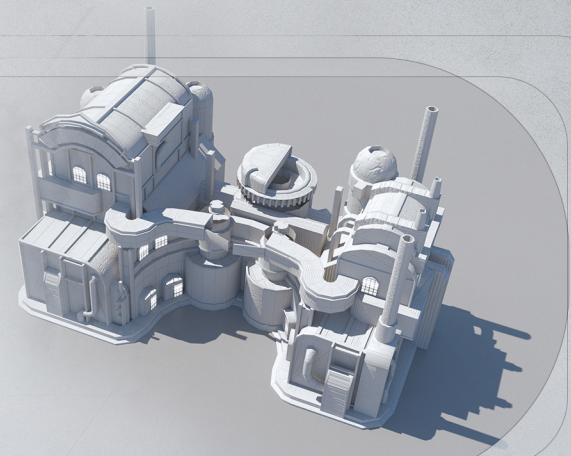


RESEARCH INSTITUTE

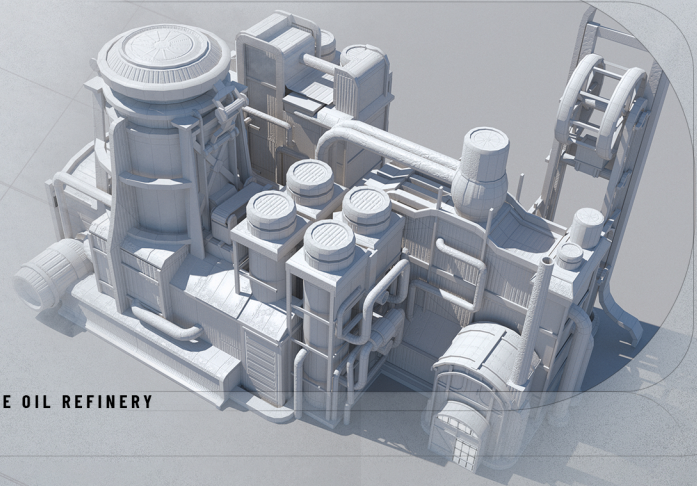
HOUSE OF DELEGATES

INDUSTRIAL DISTRICT



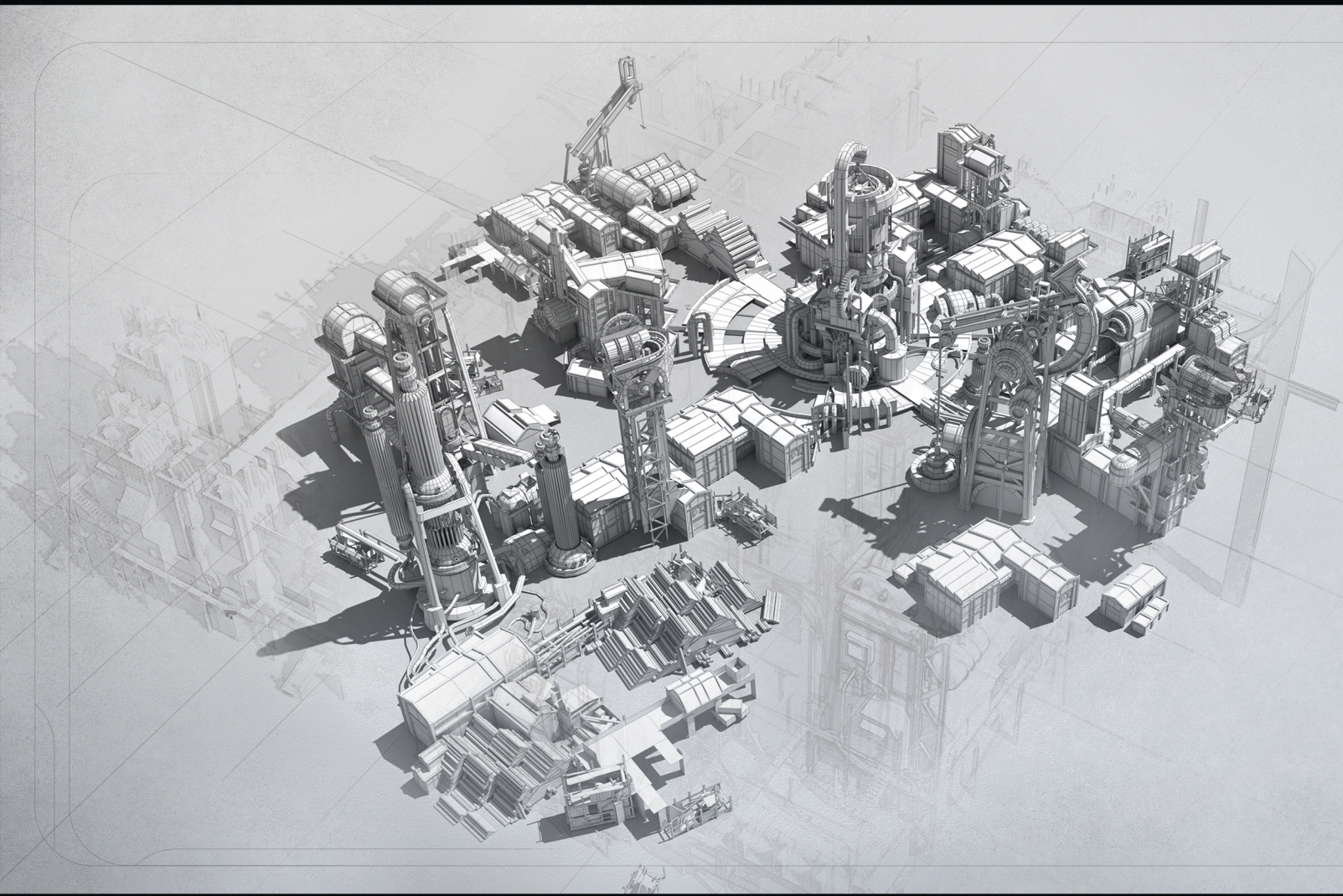


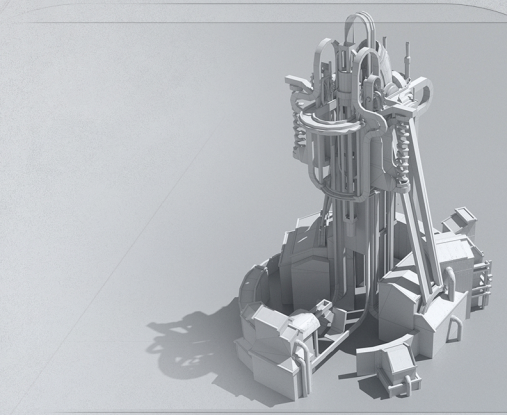
PHARMACEUTICAL MANUFACTURE



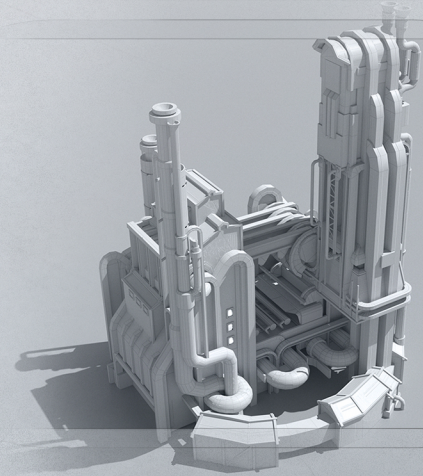
SHALE OIL REFINERY

EXTRACTION DISTRICT



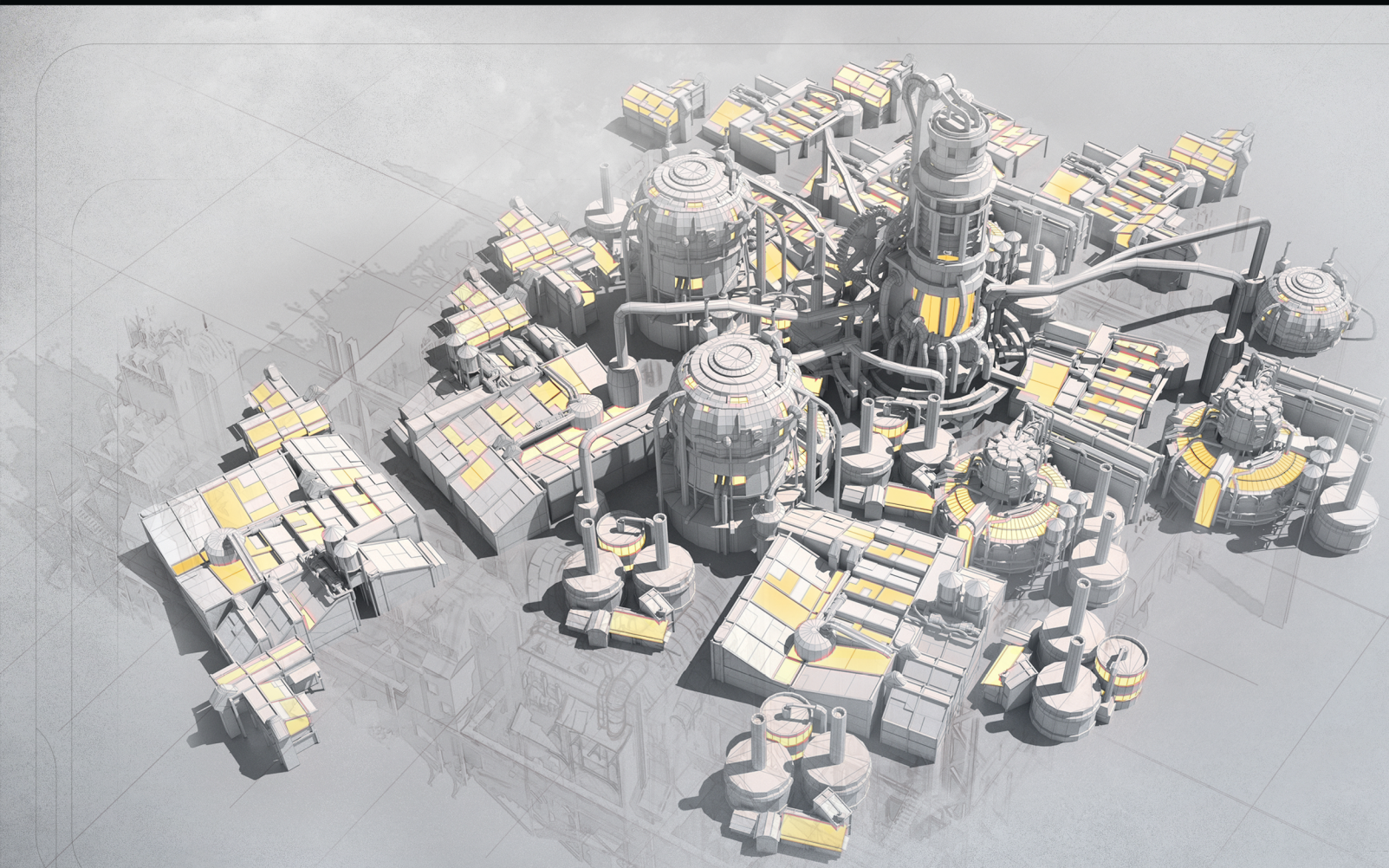


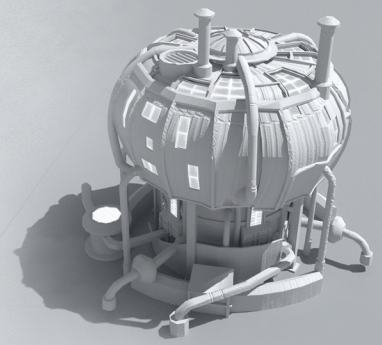
SURFACE COAL MINE



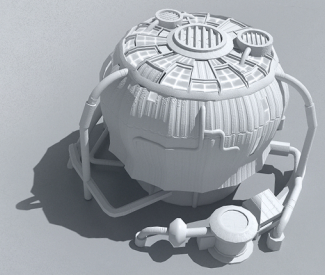
WOODWORKS

FOOD SUPPLY DISTRICT



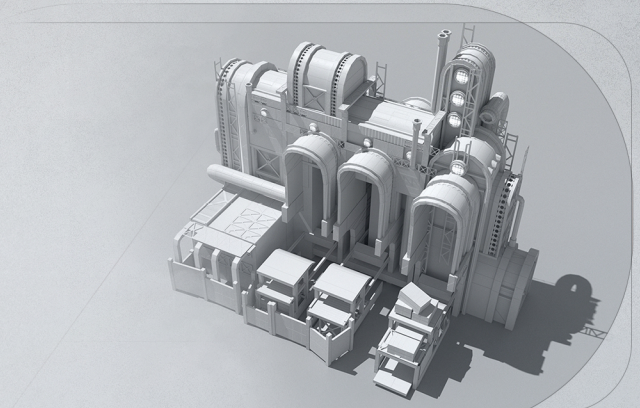


ADVANCED HOTHOUSE

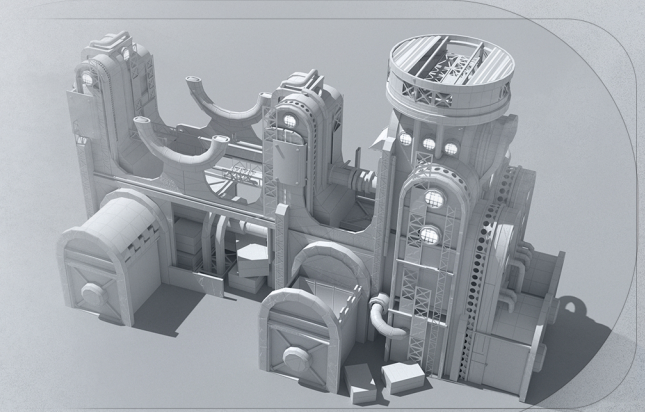


DRUM HOTHOUSE

LOGISTIC DISTRICT

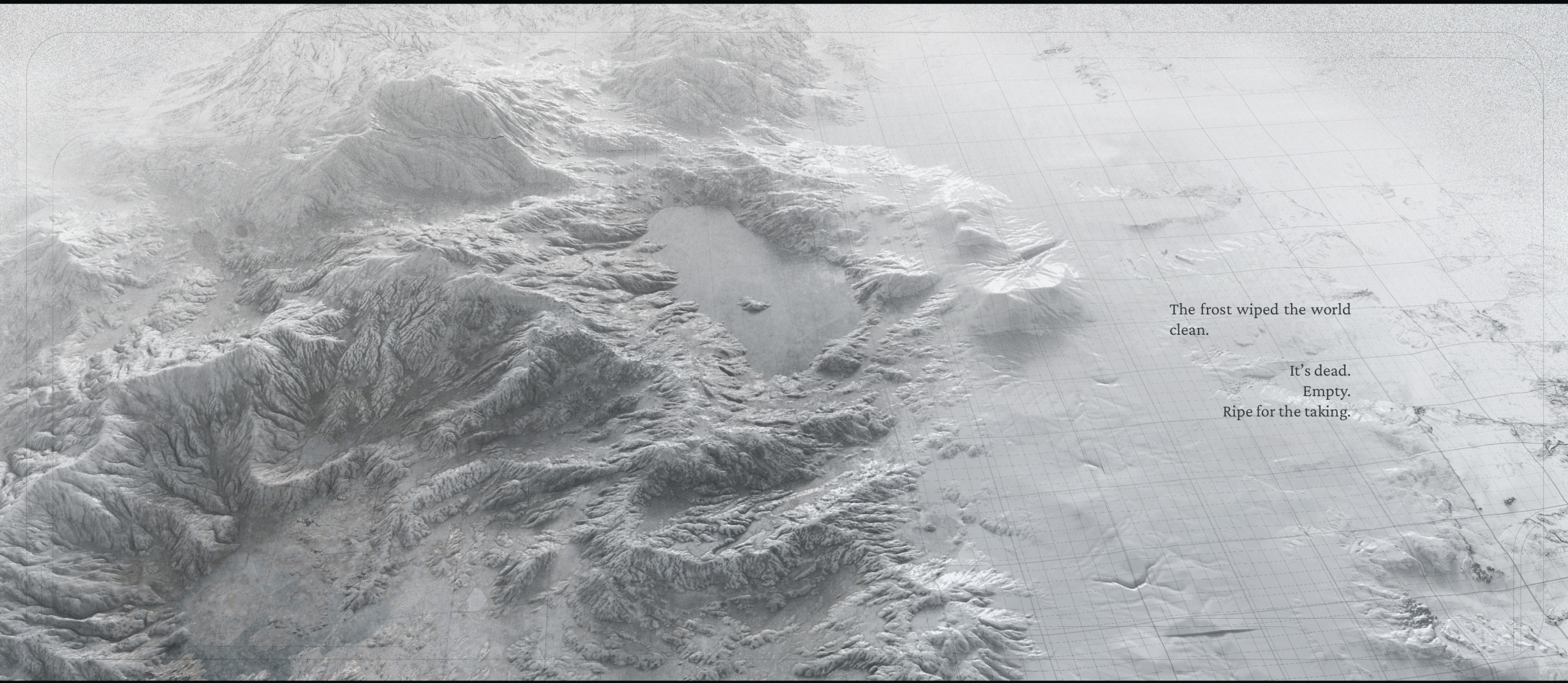


SCOUTS' HEADQUARTERS



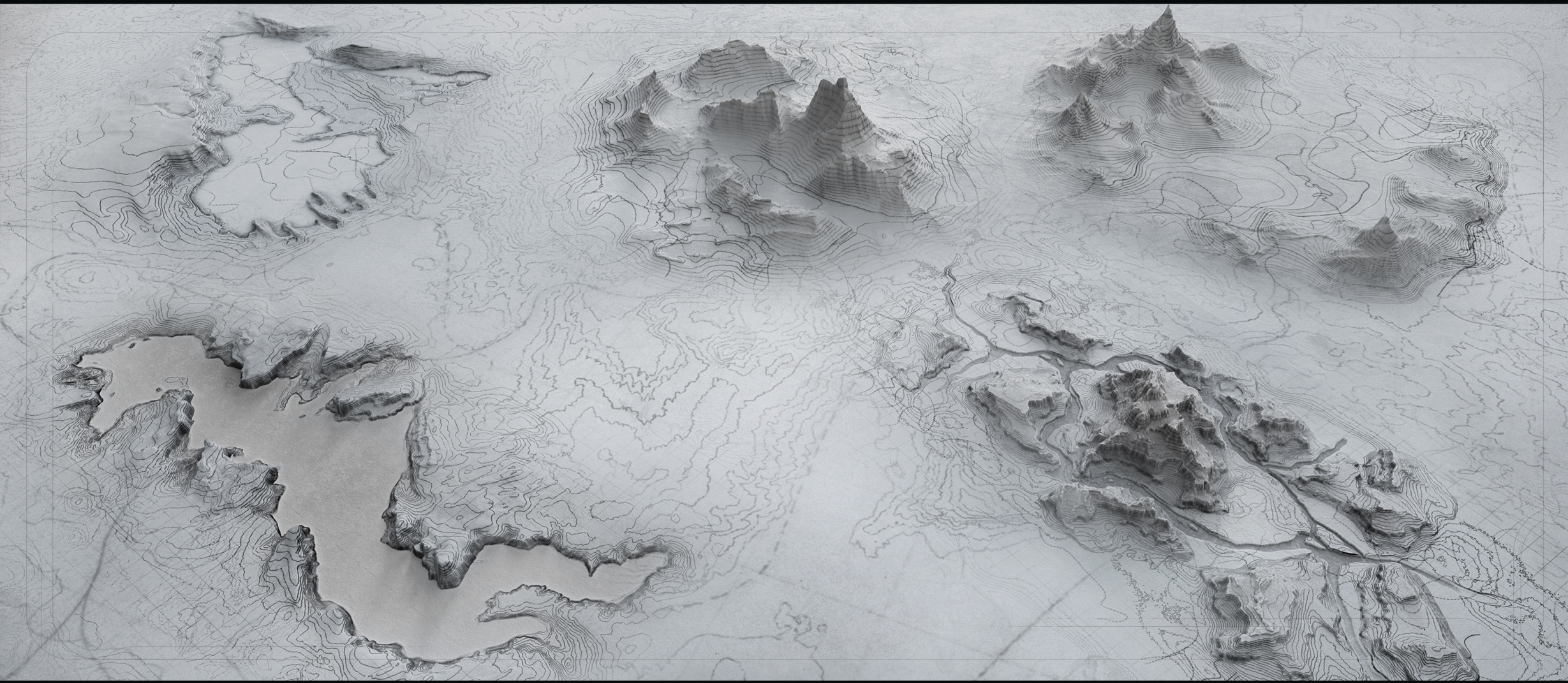
HARVESTER HANGAR

FROSTLAND



The frost wiped the world clean.

It's dead.
Empty.
Ripe for the taking.



RECONQUER

Frostland represents a blank, white canvas, waiting to be rediscovered and charted anew.

Our society is ready to reconquer the world, driven by humanity's ancient dream: to expand and bring life where there was none before.

Phoenix
Ranishpoint

Thank you for every pixel you contributed to this project.
Łukasz

© 11 BIT STUDIOS S.A. 2024

ART DIRECTOR — ŁUKASZ JUSZCZYK
DESIGN DIRECTOR — JAKUB DZIERŻYKRAJ-STOKALSKI
TECHNICAL DIRECTOR — SZYMON JABŁOŃSKI

SOCIETY ART
SOCIETY ART LEAD — ZUZANNA SZABŁOWSKA
VISUAL DEVELOPMENT EXPERT — BARTOSZ SOBOLEWSKI
2D GENERALISTS — TETIANA BABII
PIOTR GAJDA
SENIOR 3D ANIMATOR — MARTA CZARNECKA
CHARACTER ARTISTS — ROSSANA AFELTRA
PIOTR POPEK

CONCEPT ART
SENIOR CONCEPT ARTISTS — DARIUSZ KURCZEWSKI
MILENA MŁYNARSKA
CONCEPT ARTISTS — MACIEJ RUDNICKI
TSU-WEI CHEN

LEAD NARRATIVE DESIGNER — ALEX BOIRET

USER INTERFACE
SENIOR UI ARTIST — SZYMON SOBAŃSKI

CITY & ENVIRONMENT ART
LEAD 3D ARTIST — JAN BUCZNY
SENIOR ENVIRONMENT ARTIST — MAYUKO MATSUBARA
SENIOR 3D ARTISTS — MICHAŁ CHMIELEWSKI
KRZYSZTOF MASZTAKOWSKI
PIOTR TRZEBIŃSKI
3D GENERALIST — IZA PAŁYSKA
ENVIRONMENT 3D ARTIST — PRZEMYSŁAW MIELNICZENKO
JUNIOR 3D ART GENERALIST — MIKITA GERASIMCHIK

TECHNICAL ART
LEAD TECH ART & GRAPHICS PROGRAMMER — MARCIN OLSZEWSKI
SENIOR LIGHTING & TECHNICAL ARTIST — MICHAŁ ZAGULSKI
TECHNICAL ARTIST — MARIN ZUJIĆ
SENIOR VFX ARTIST — PAWEŁ CHARZYŃSKI
VFX ARTISTS — BARTOSZ BABIS
ADAM DYLĄG
NASTASSIA ZHGAROVA
EXPERT GRAPHICS PROGRAMMER — ANNA WITWICKA
GRAPHICS PROGRAMMERS — KAROL JAMPOLSKI

GAME DIRECTORS
JAKUB DZIERŻYKRAJ-STOKALSKI
ŁUKASZ JUSZCZYK

THANKS TO THE WHOLE 11 BIT STUDIOS TEAM FOR HELPING MAKE IT HAPPEN.